

FIG.2

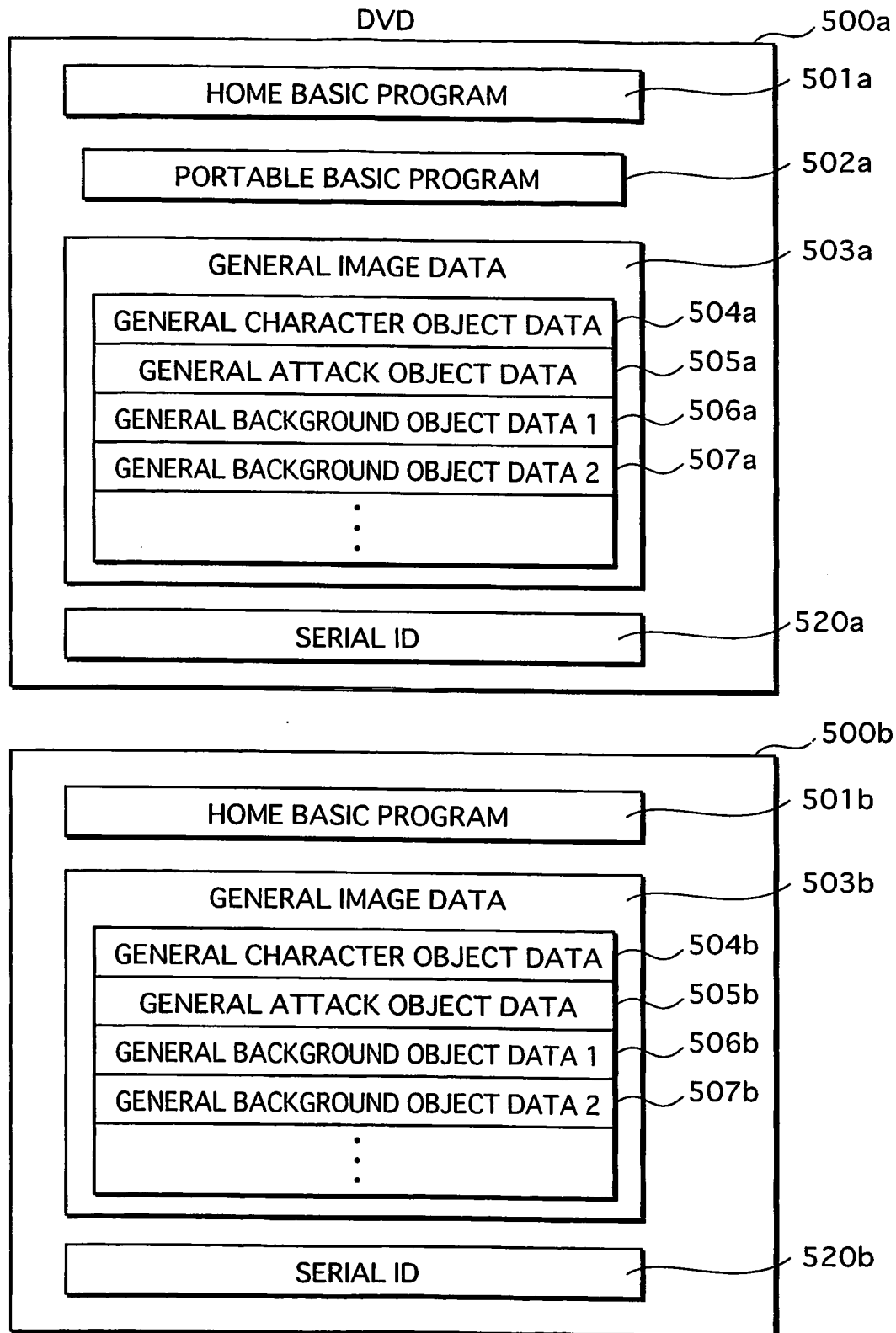


FIG.3

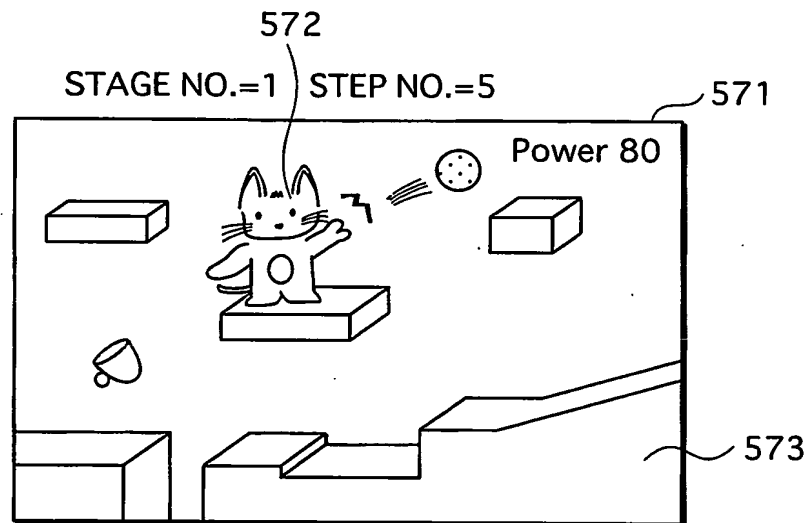


FIG.4

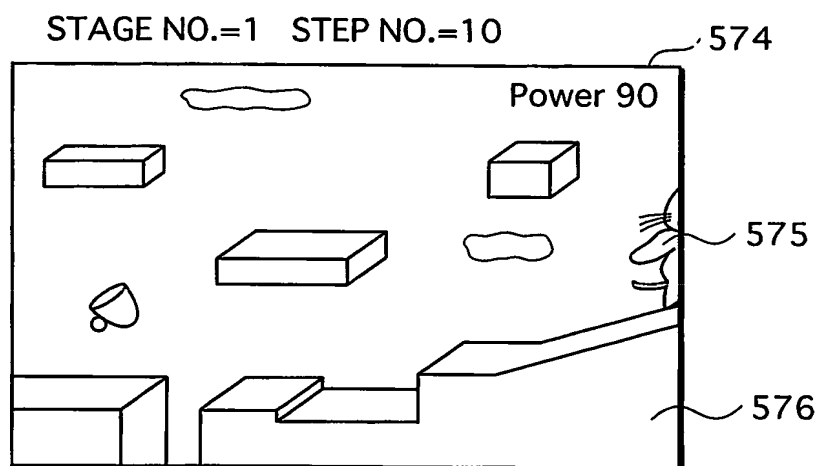


FIG.5

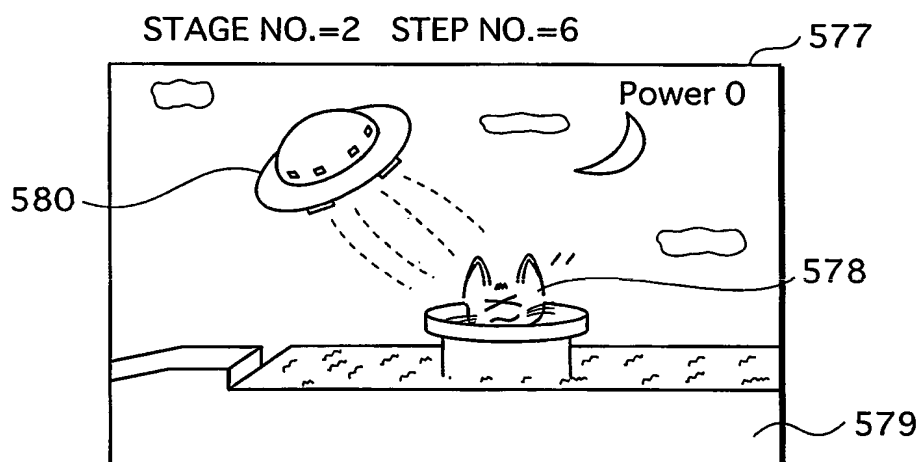


FIG. 6

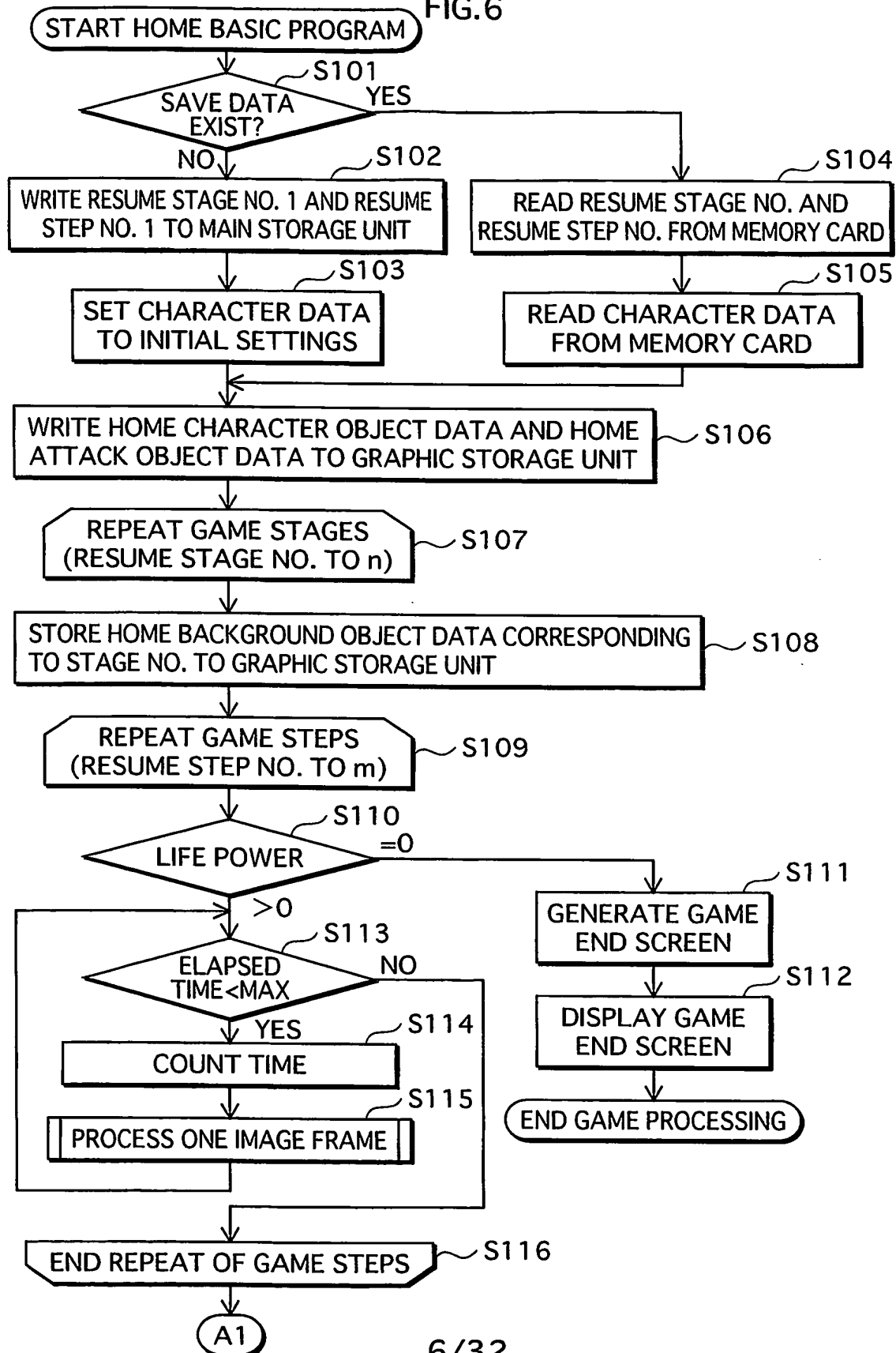


FIG.7

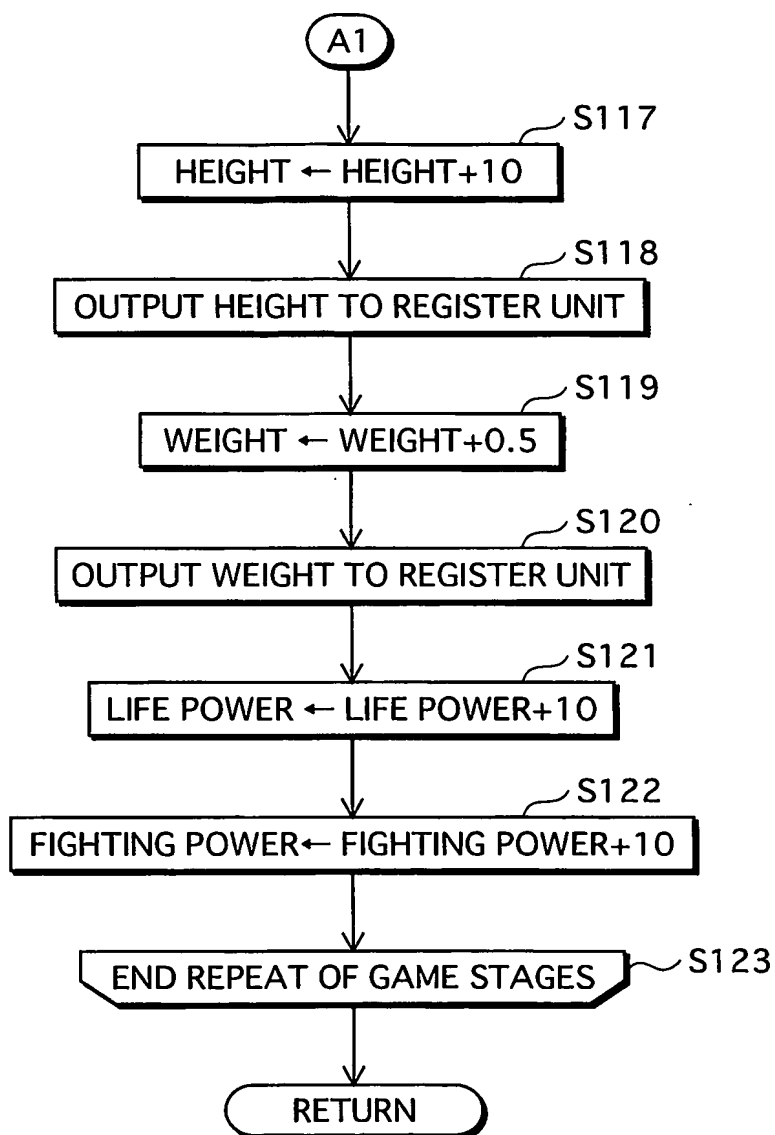


FIG.8  
HOME FRAME PROCESSING PROGRAM

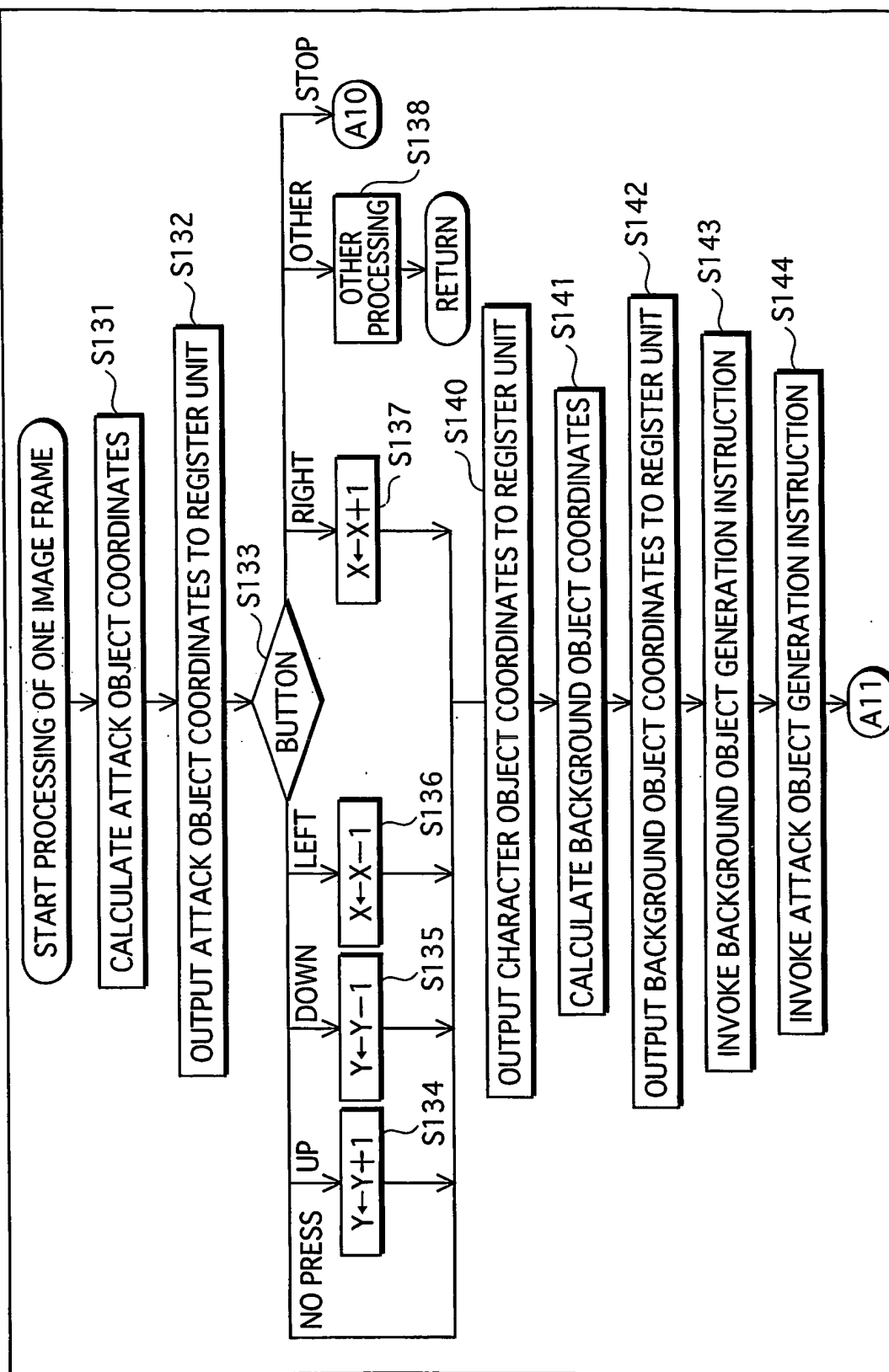




FIG.9

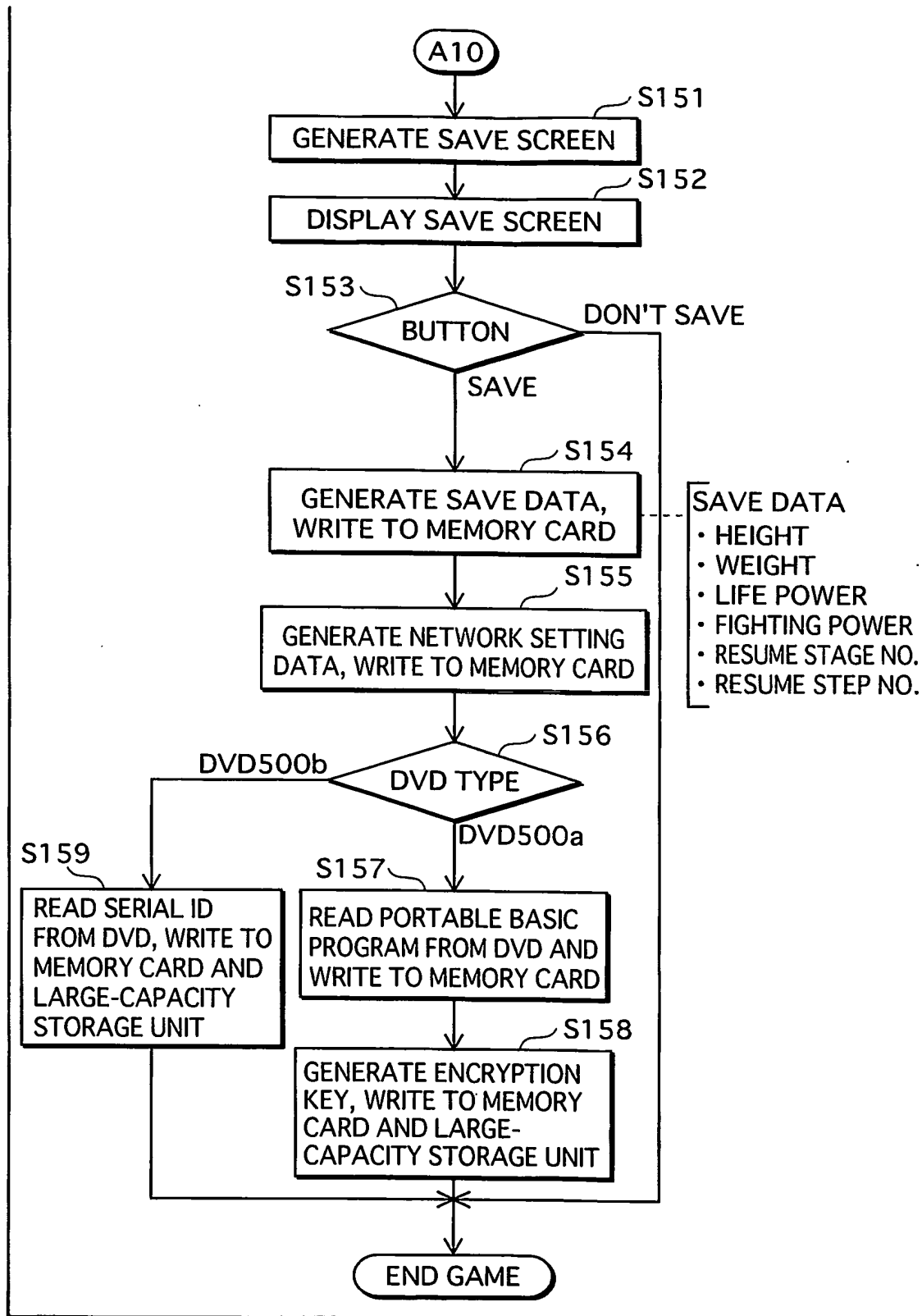


FIG.10

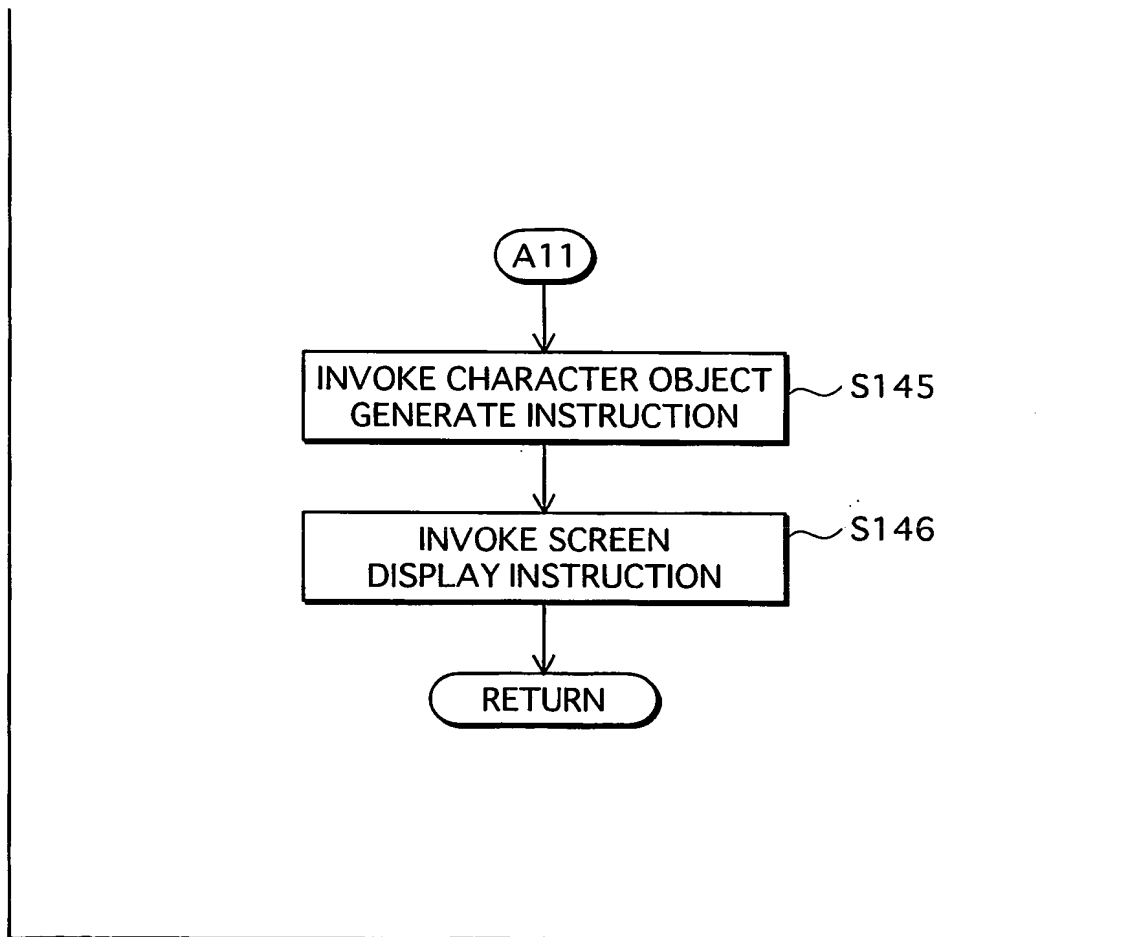


FIG. 11

## HOME IMAGE GENERATION PROGRAM

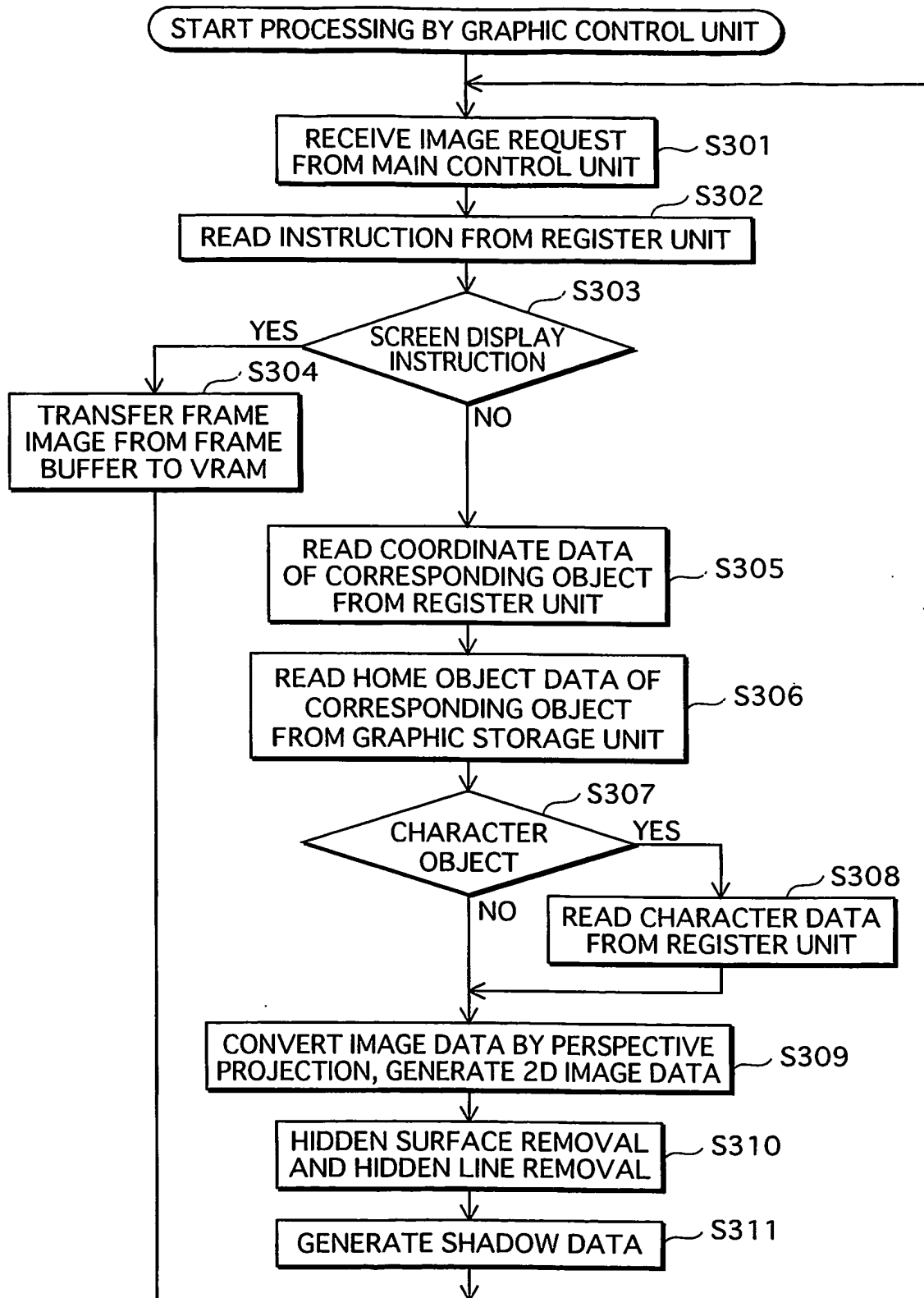


FIG.12

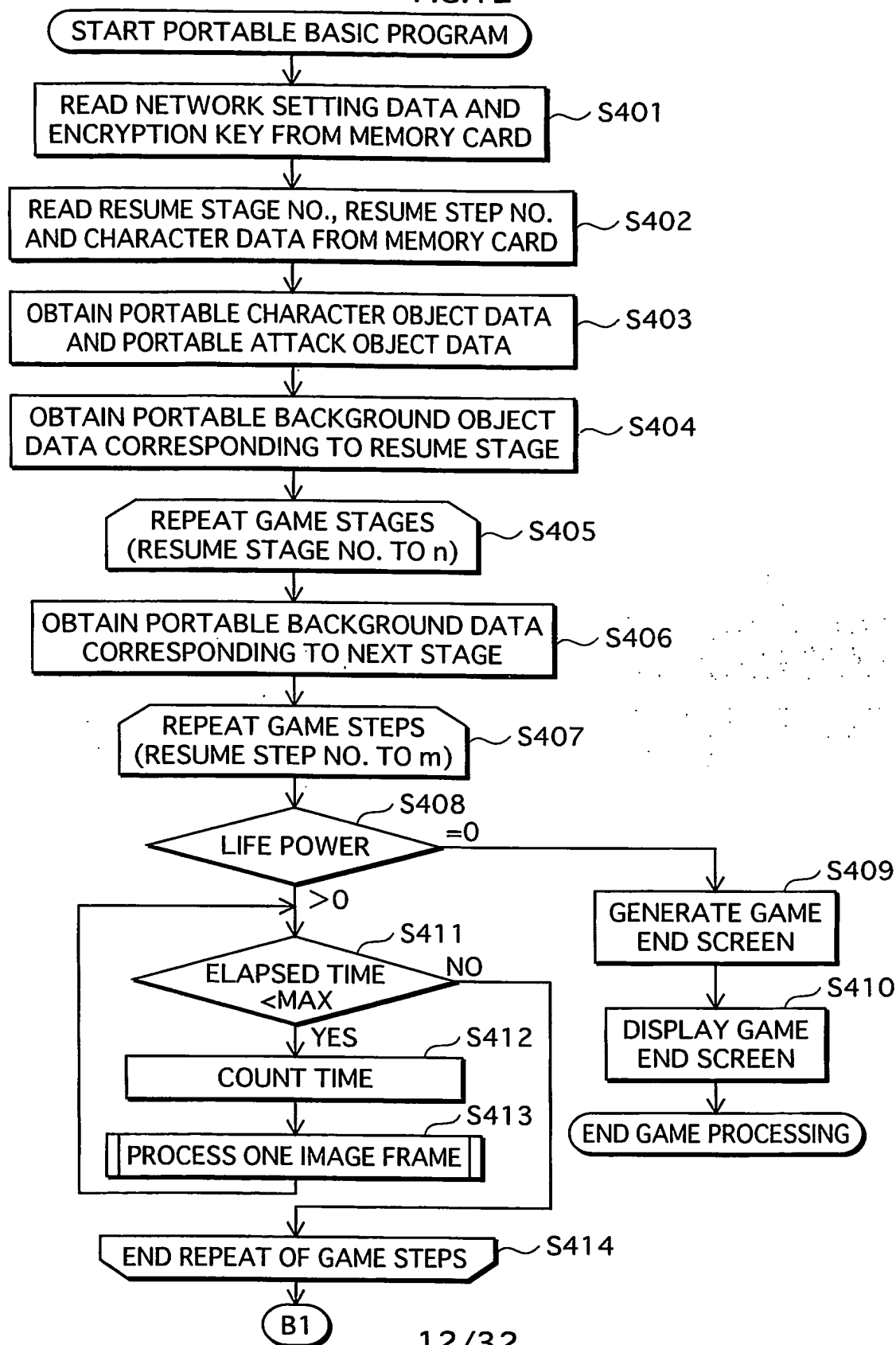


FIG.13

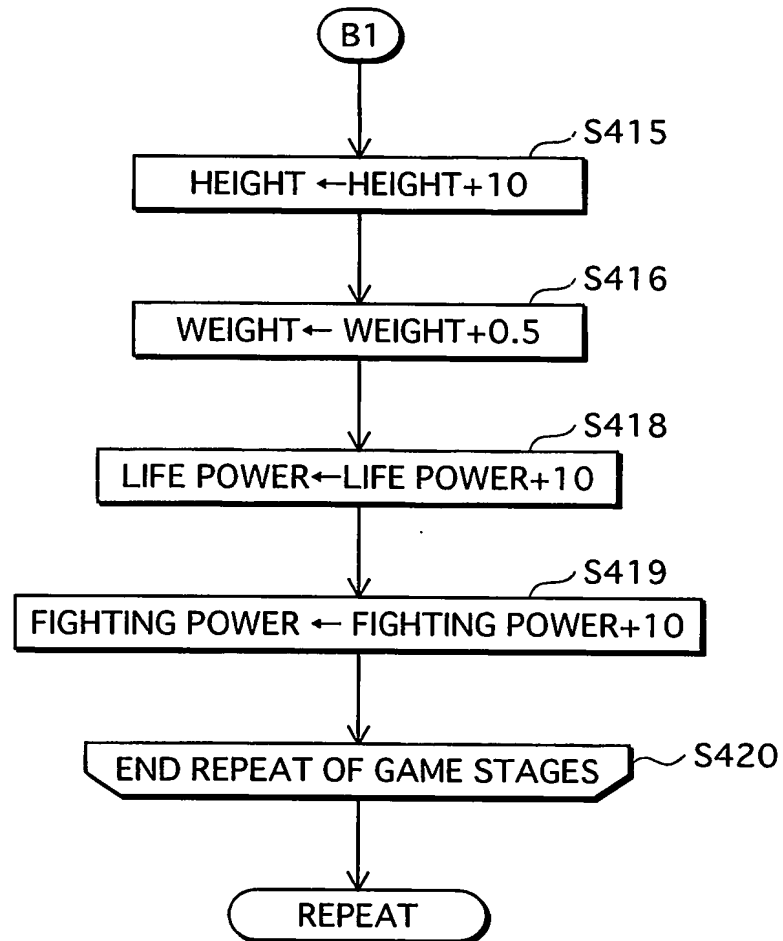


FIG. 14

## PORTABLE FRAME PROCESSING PROGRAM

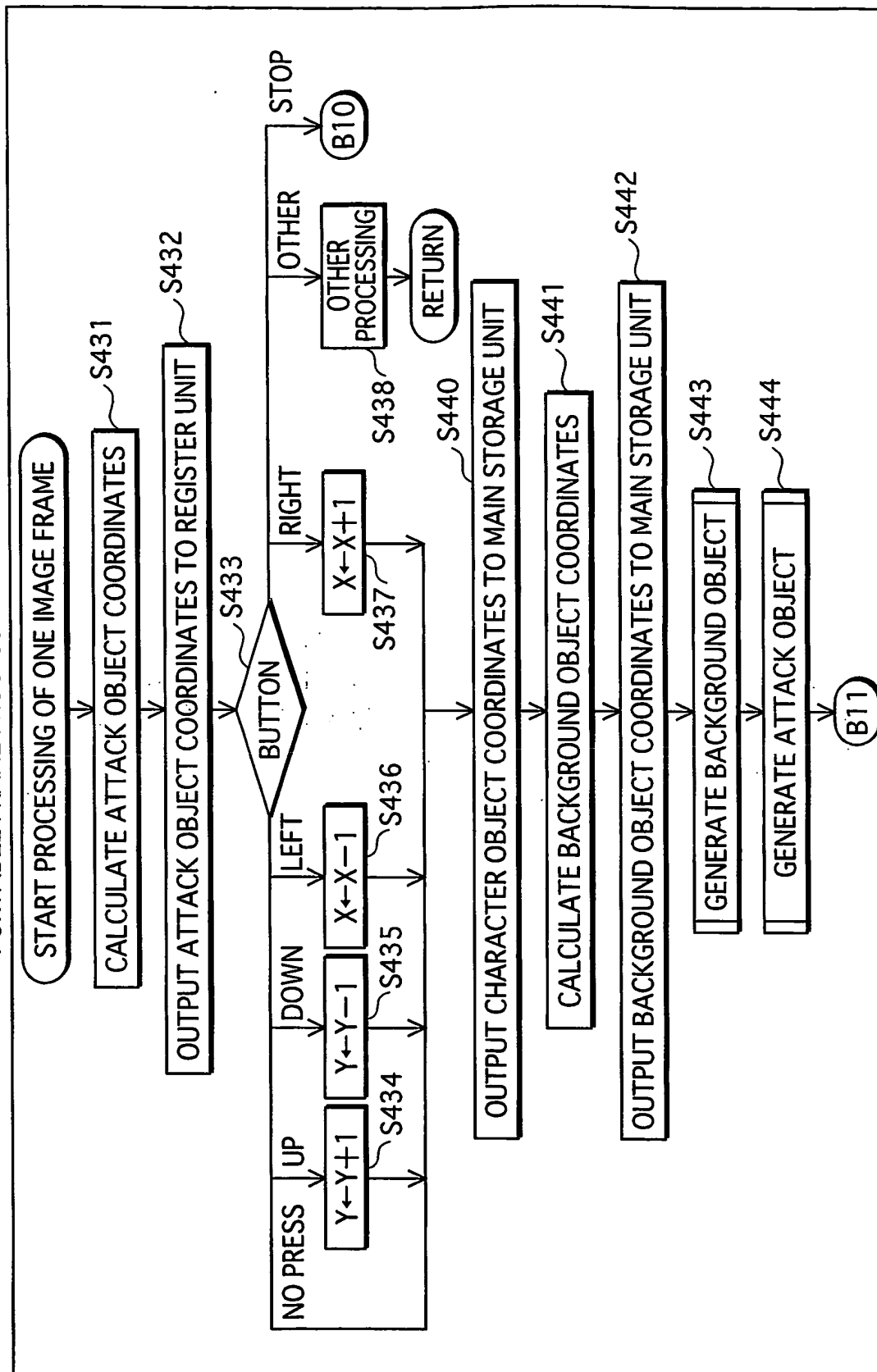


FIG.15

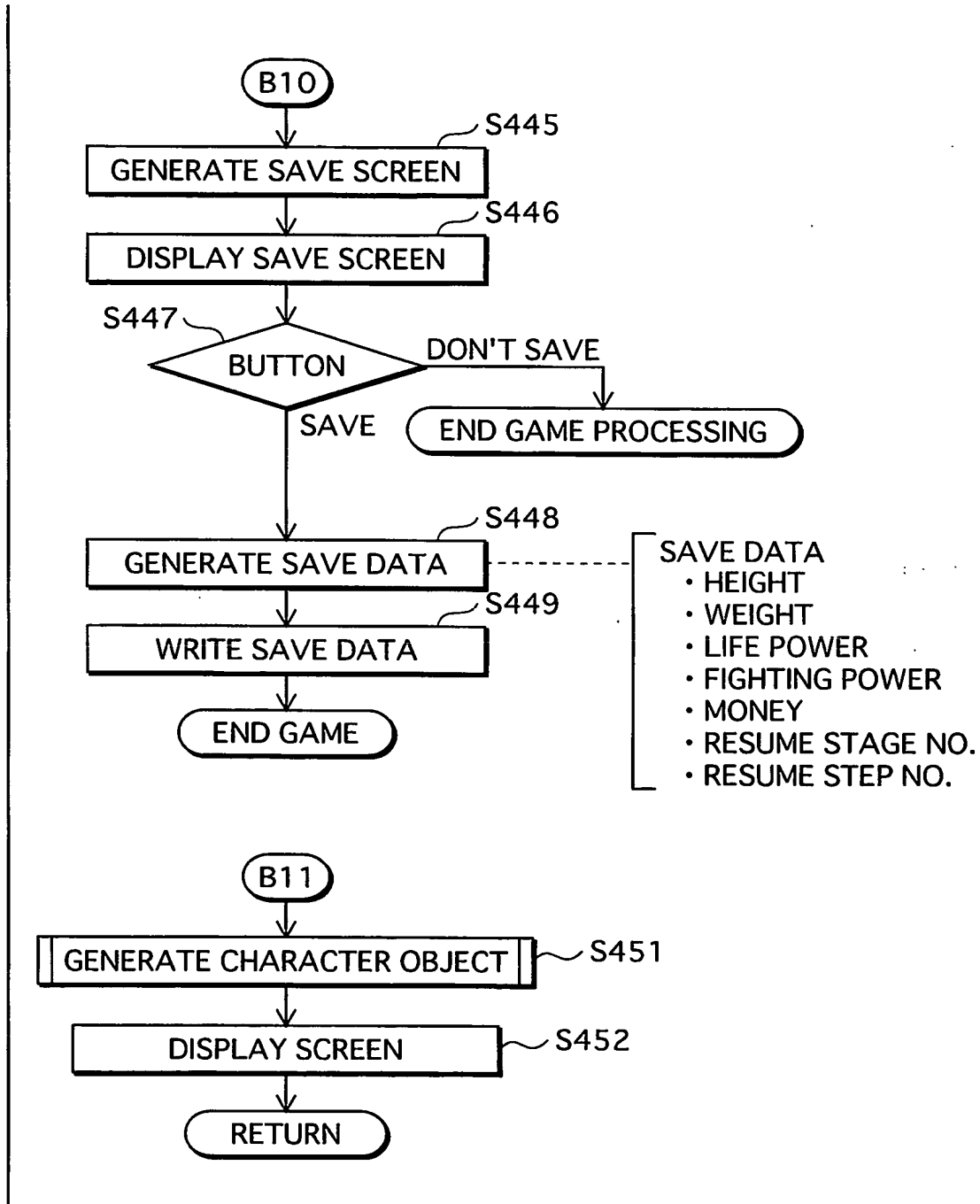


FIG. 16

## PORTABLE IMAGE GENERATION PROGRAM

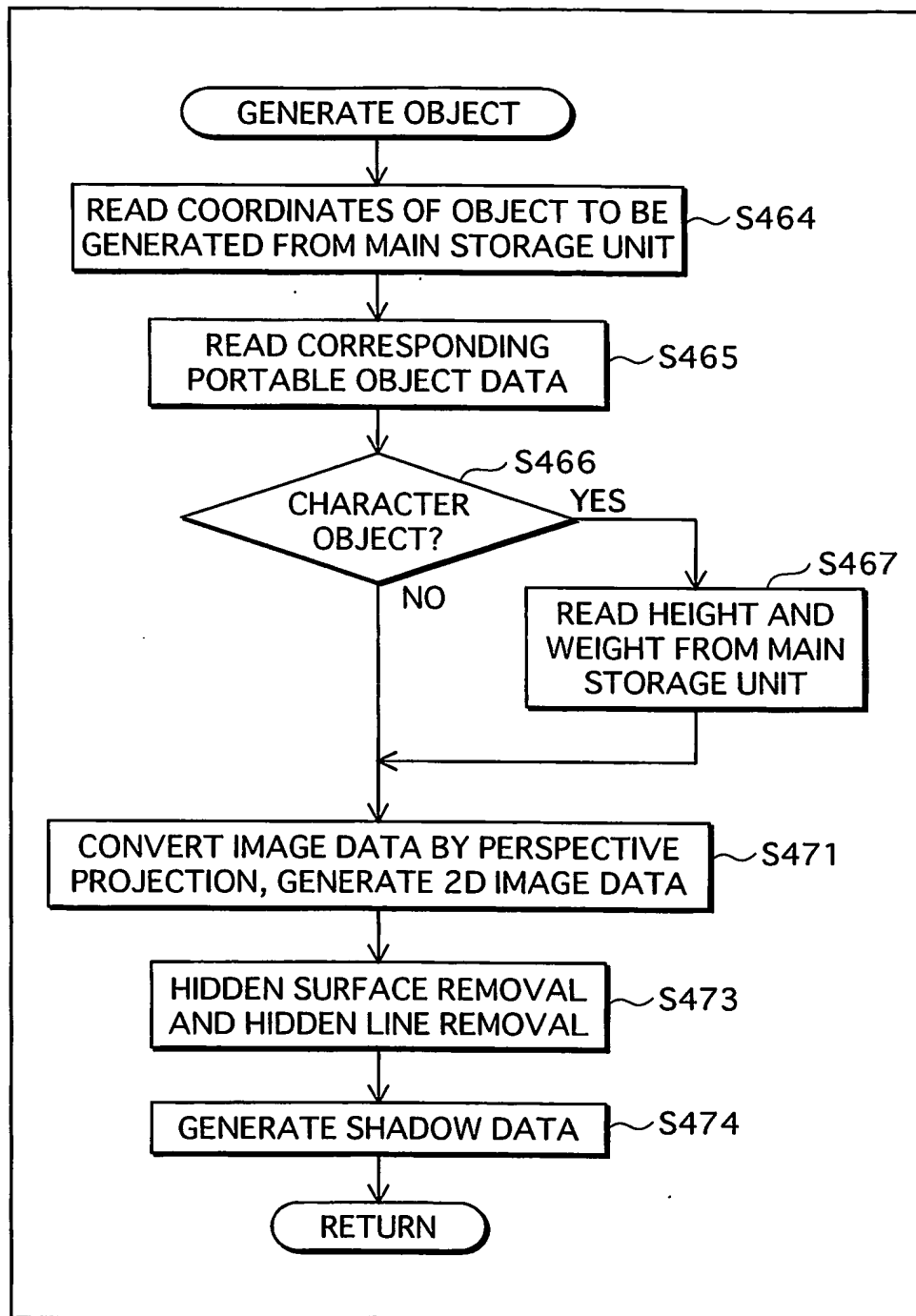




FIG.17

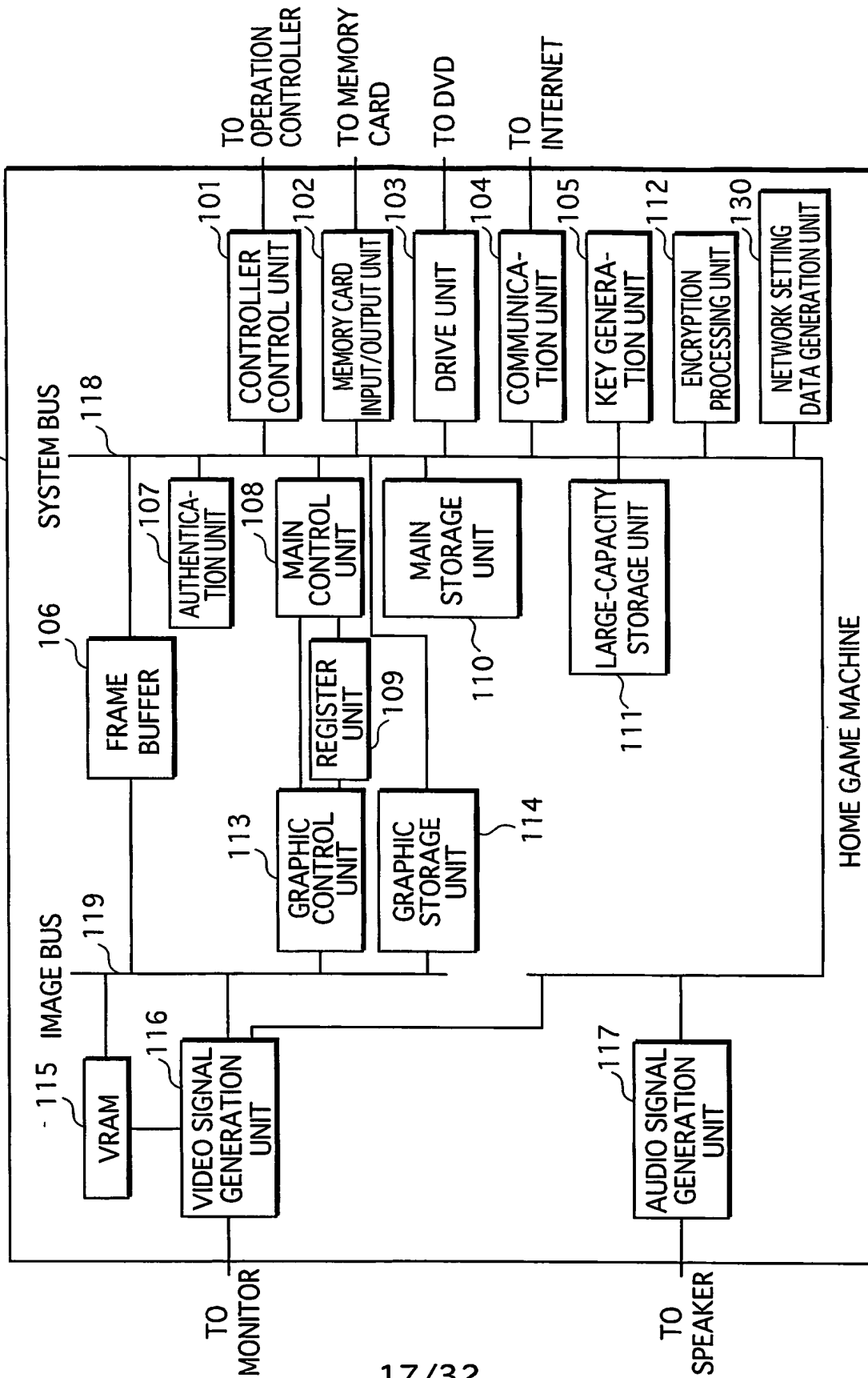


FIG.18

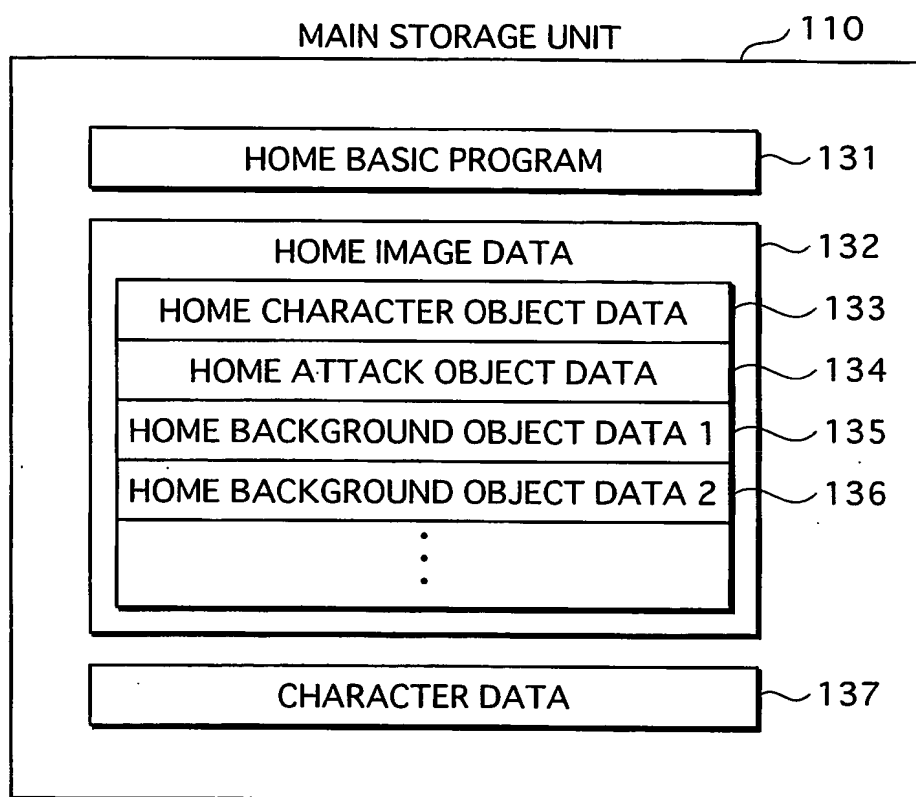


FIG.19

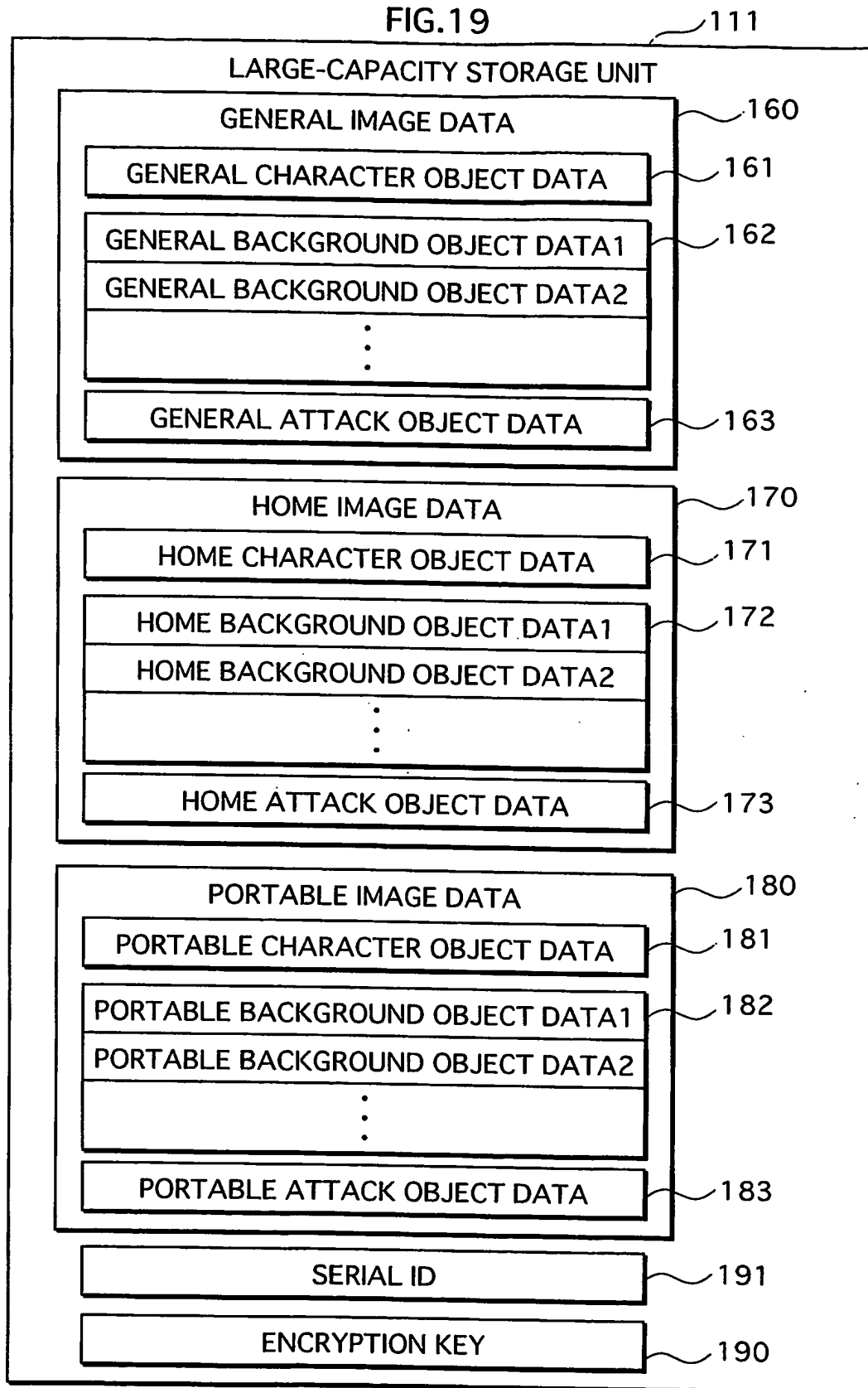


FIG.20

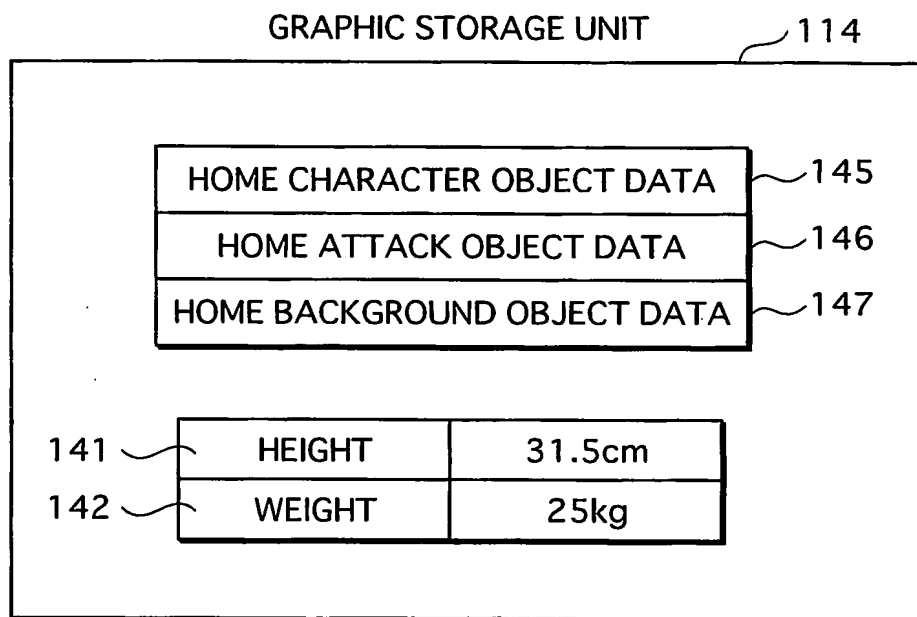


FIG.21

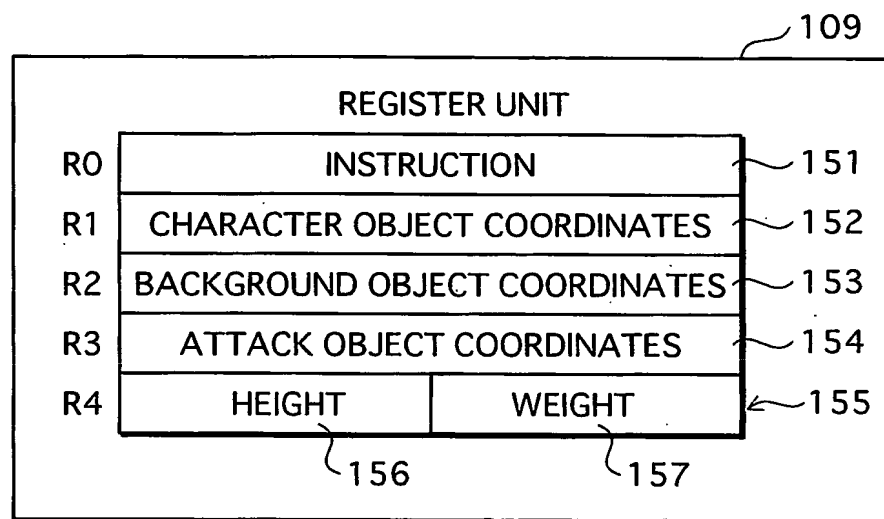
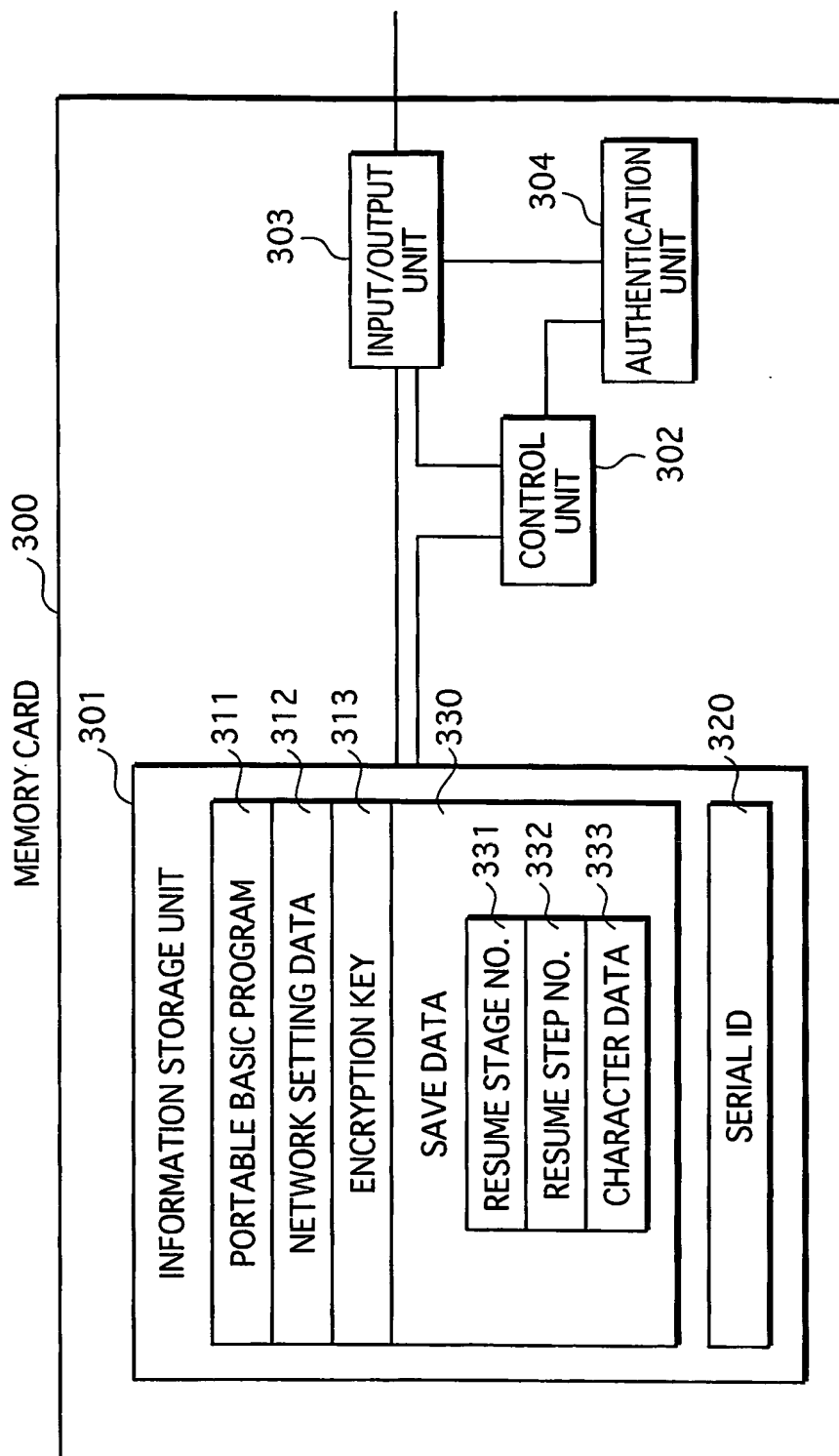


FIG.22

INSTRUCTION TYPES	
CHARACTER OBJECT GENERATION INSTRUCTION	156
BACKGROUND OBJECT GENERATION INSTRUCTION	157
ATTACK OBJECT INSTRUCTION	158
SCREEN DISPLAY INSTRUCTION	159

FIG.23



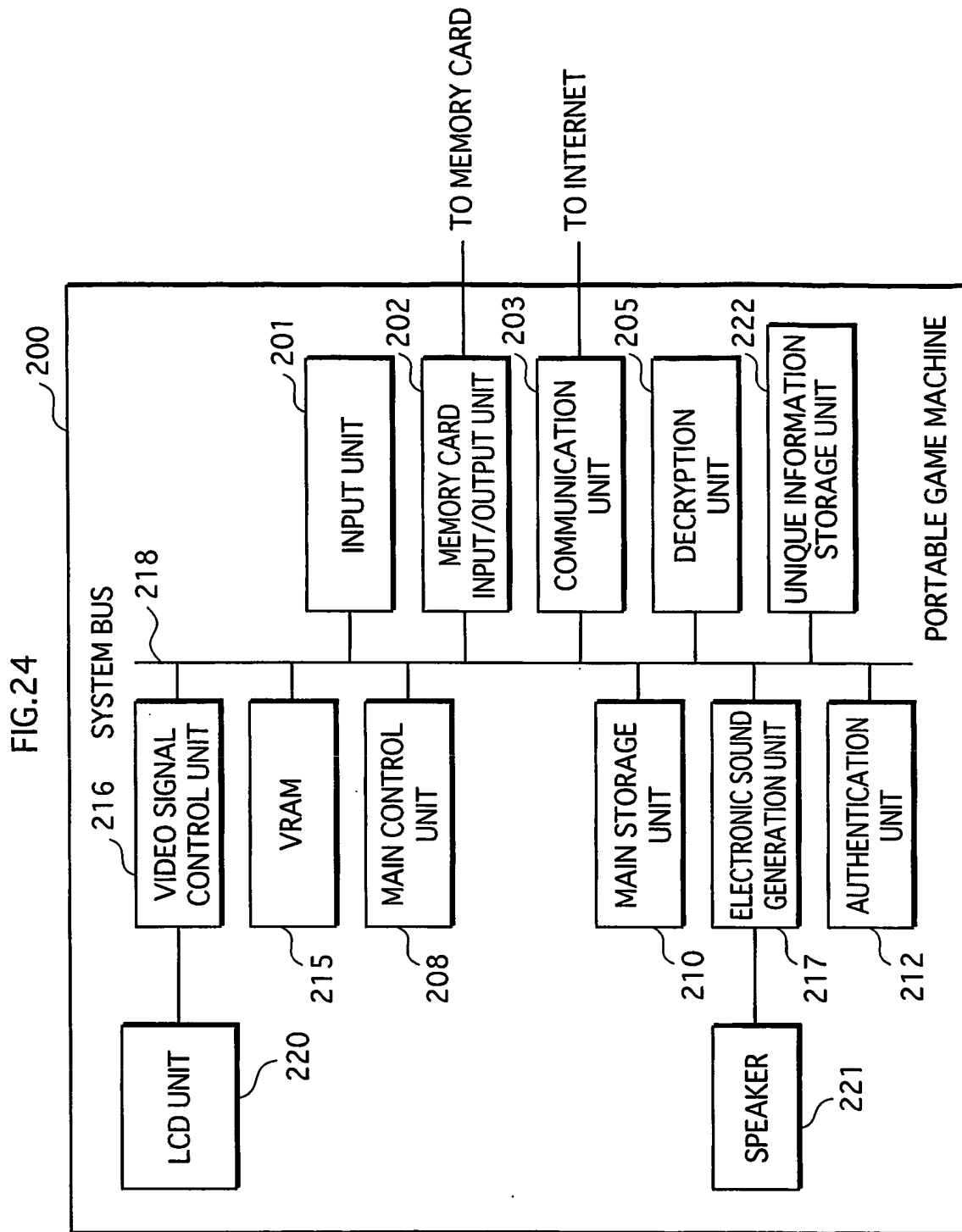




FIG.25

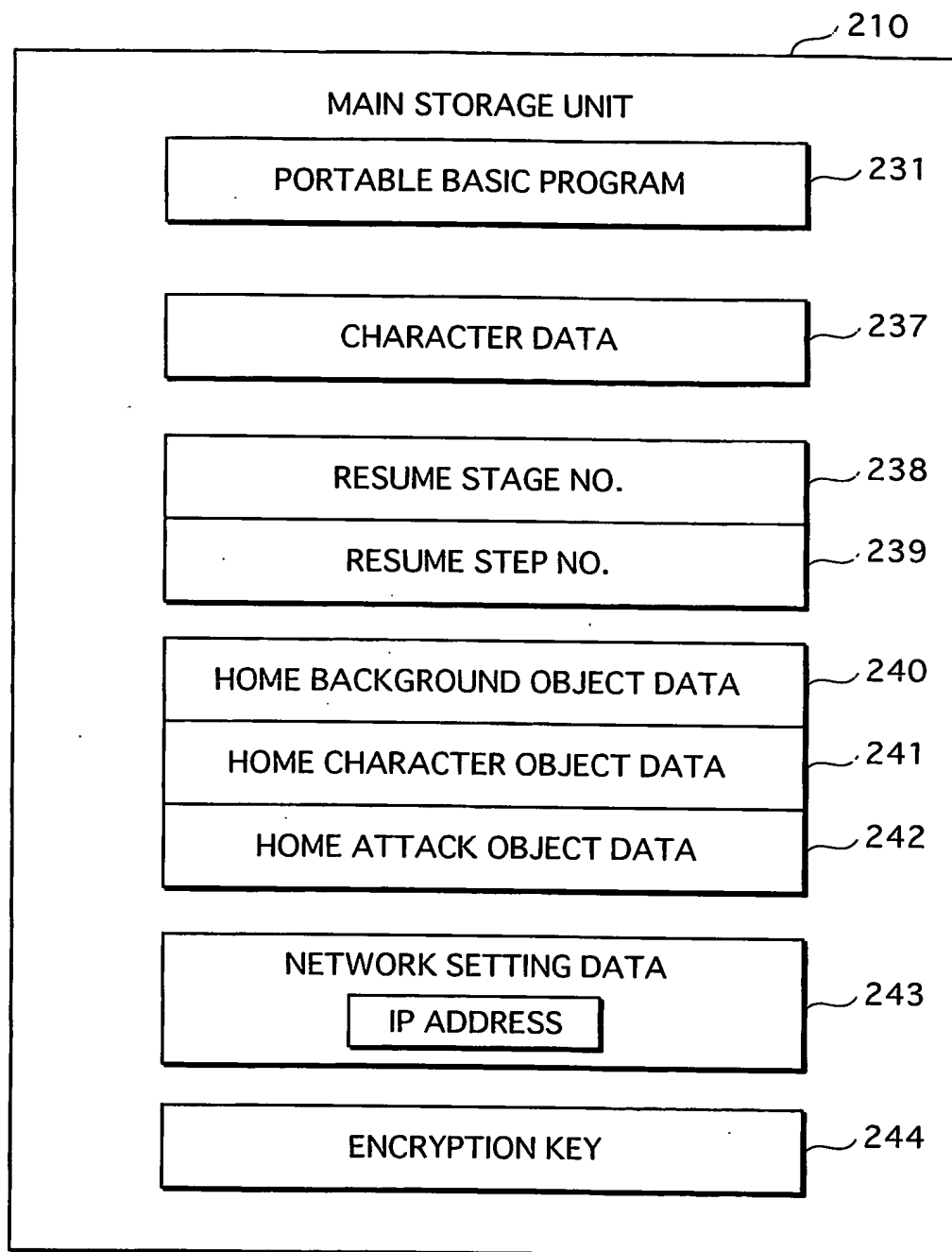


FIG.26  
SERVER APPARATUS 600

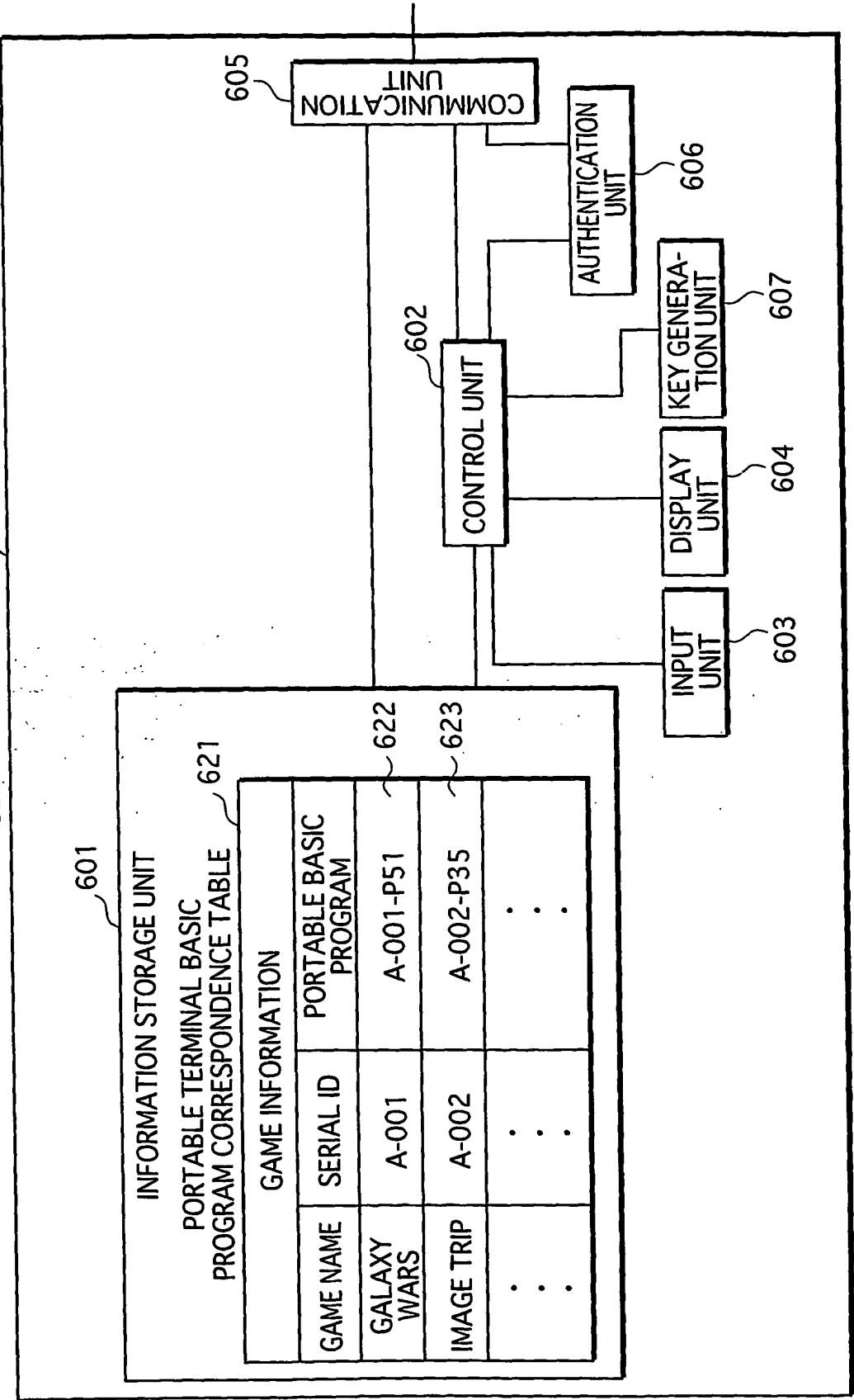


FIG.27

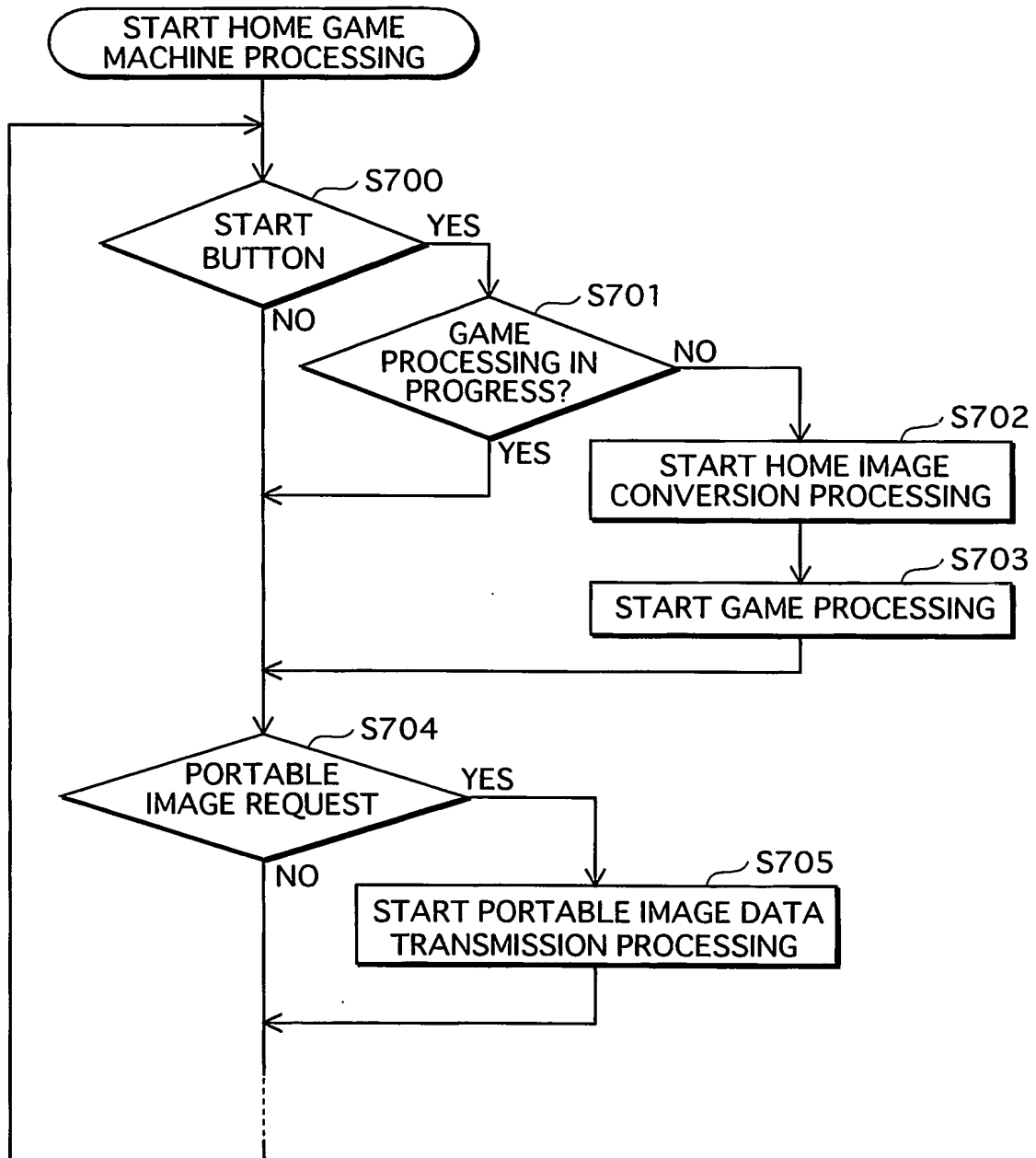


FIG.28

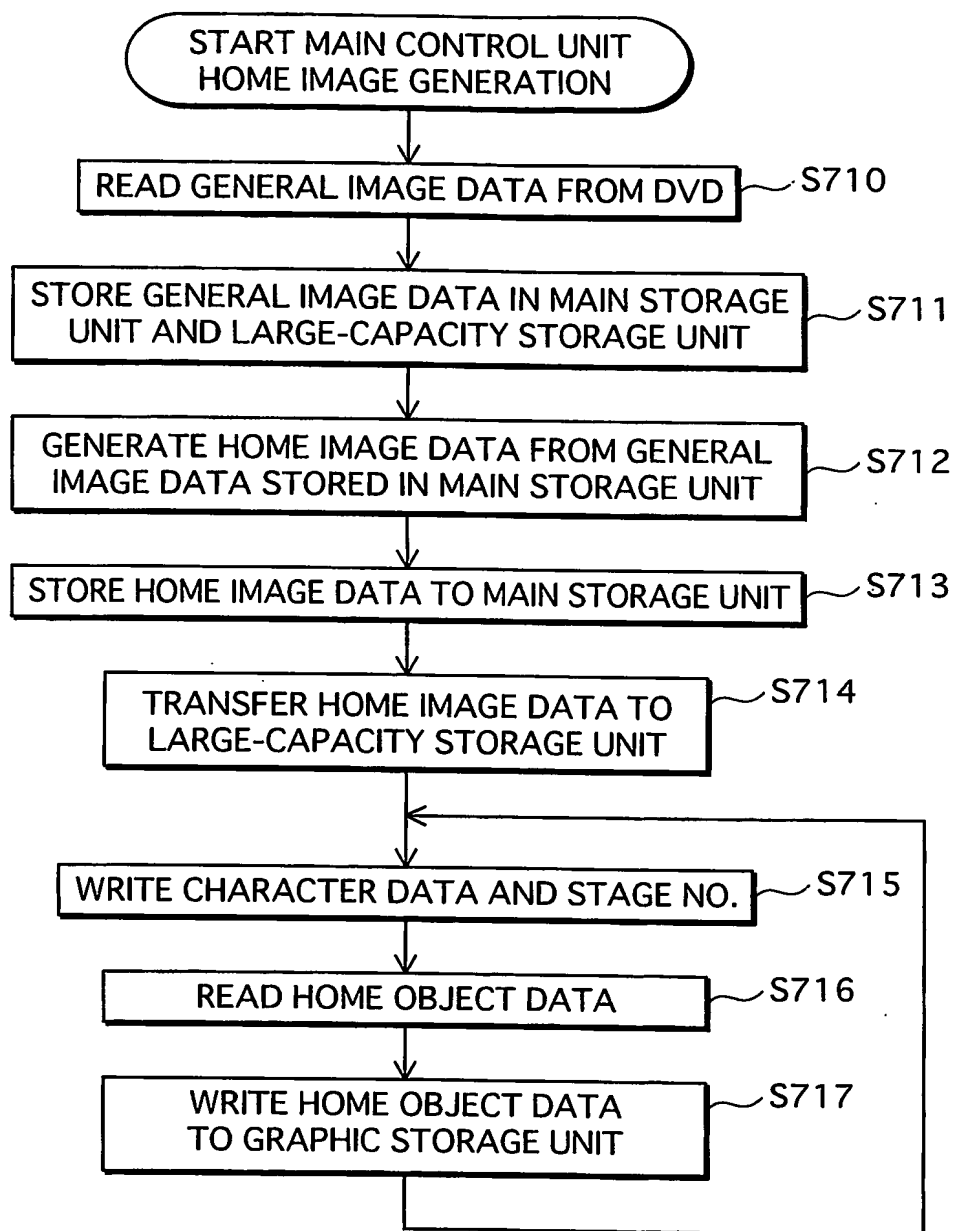


FIG.29

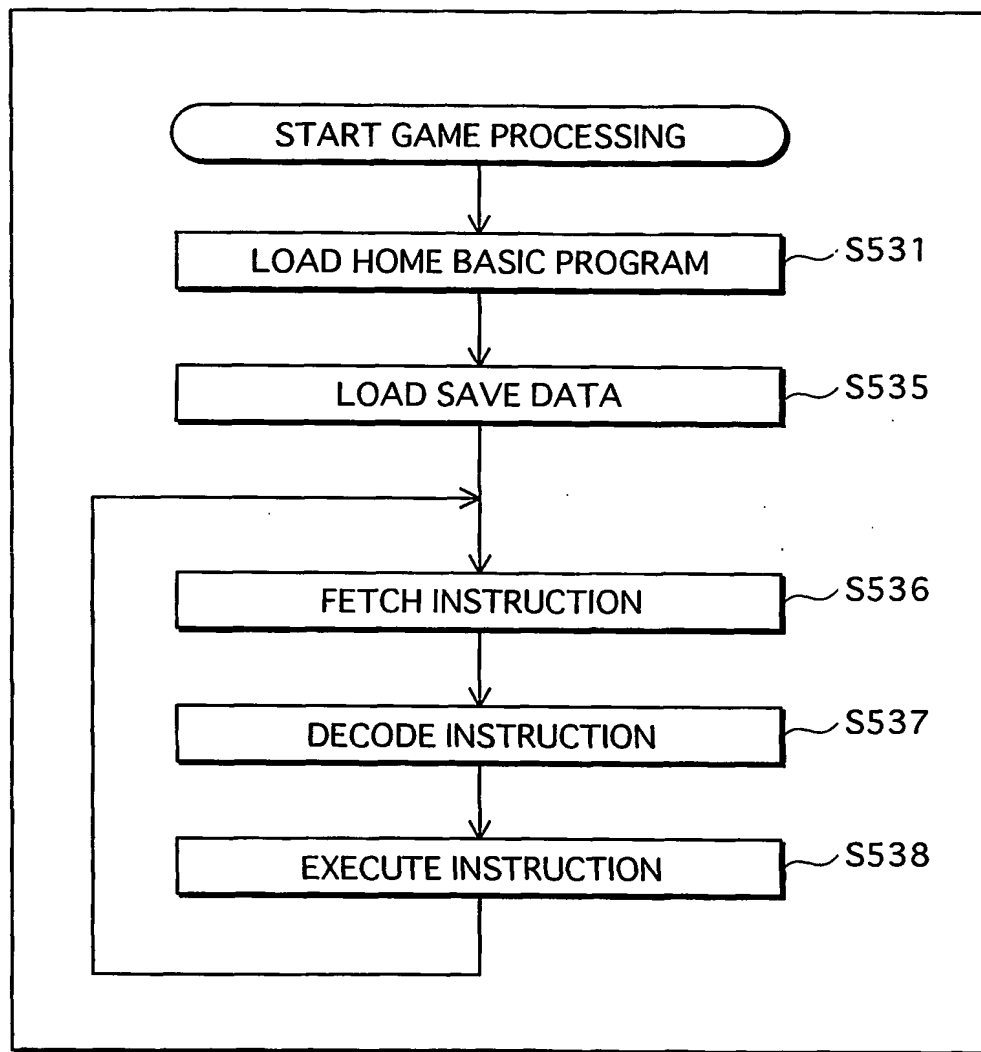
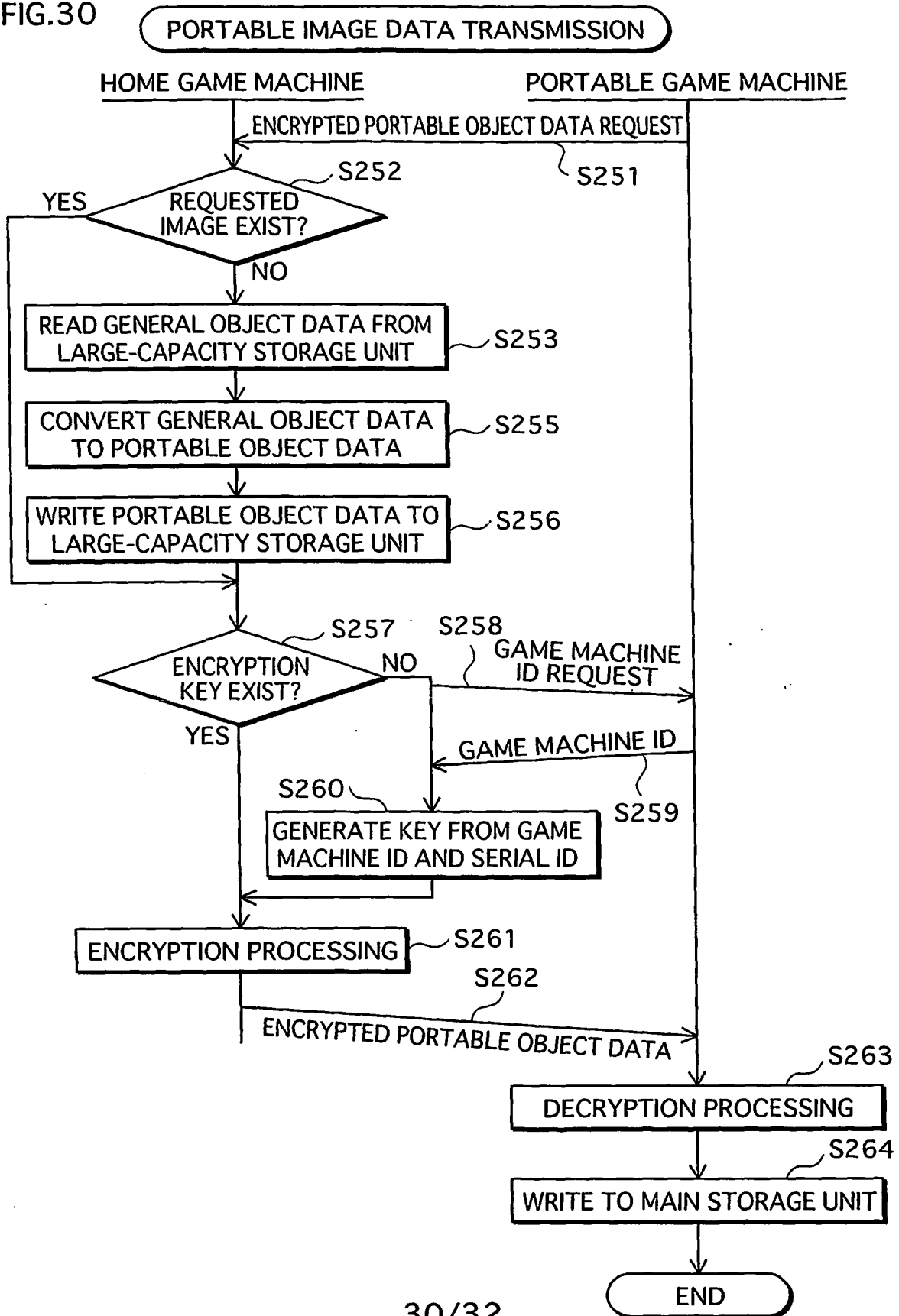


FIG.30



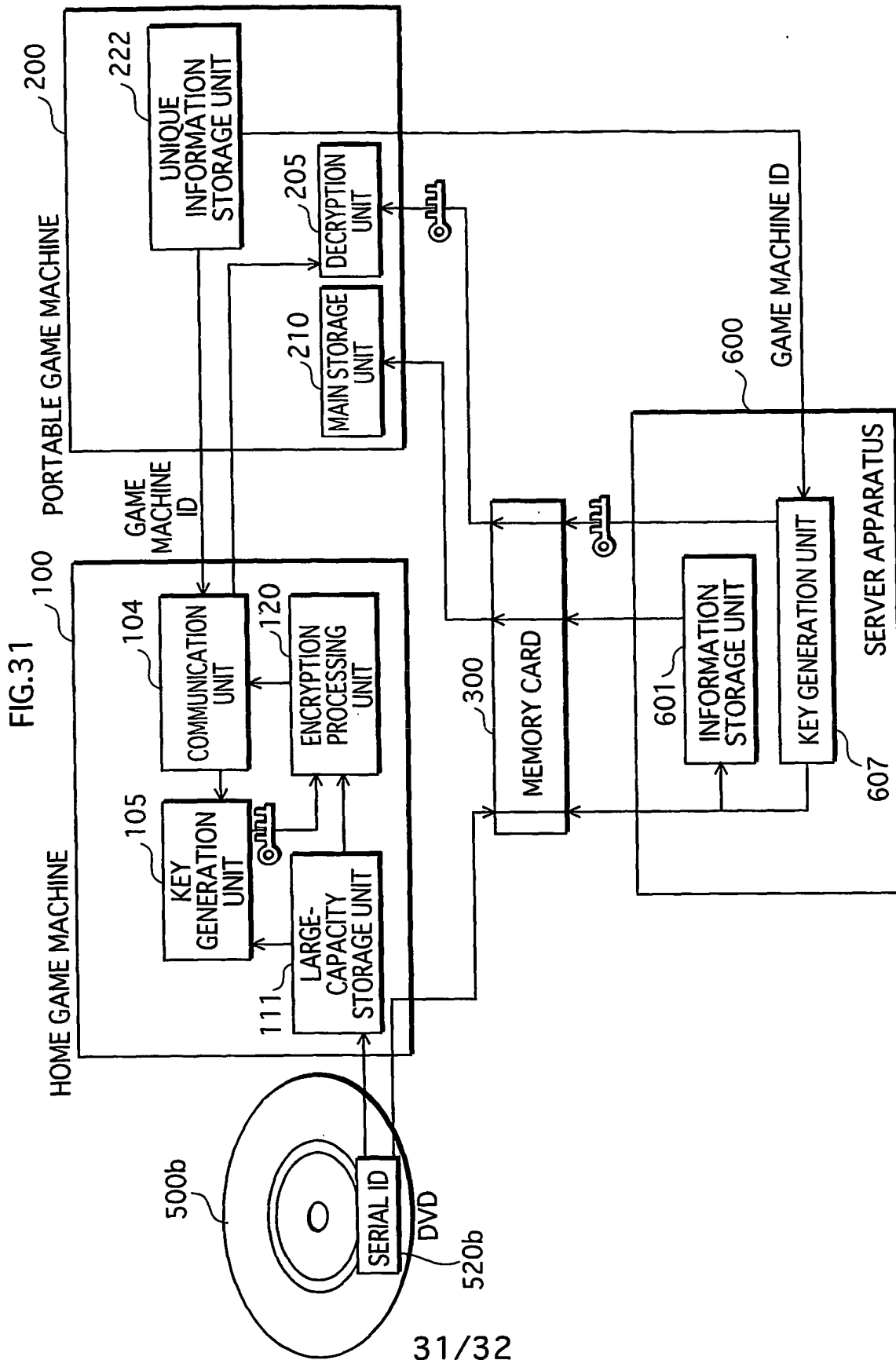


FIG.32

